

**In the Claims:**

Please amend the claims as indicated below.

1. (Currently Amended) A method of streaming multimedia data from a server to a client over a network having a variable bandwidth, the multimedia data represented by a set of streams having various predetermined bit rates, with a subset of streams of the set of streams having bit rates compatible with a measured bandwidth of the network, the set of streams including at least one stream that is not part of the subset of streams, the method being further characterised in that it comprises the steps of

responsive to descriptions of each stream of the set of streams, configuring the client so that the client can decode all the streams within the set of streams,  
playing all the streams within the set of streams,  
muting all the streams within the set of streams, except the subset of streams, and  
decoding the subset of streams by the client.

2. (Original) A method of streaming multimedia data according to claim 1, wherein the step of muting all the streams except the subset of streams is performed by the server on a request from the client in accordance with the MUTE/UNMUTE extension of the Real Time Streaming Protocol.

3. (Currently Amended) A server for serving a client with a subset of streams over a network having a variable bandwidth, said server comprising means for selecting the subset of streams within a set of streams having various predetermined bit rates, the set of streams including at least one stream that is not part of the subset of streams, means for playing all the streams within the set of streams and means for muting all the streams within the set of streams, except the subset of streams, wherein the server selects the subset of streams that have bit rates compatible with a measured bandwidth of the network, and wherein the server provides descriptions of all the streams of the set of streams to the client to configure the client so that the client can decode all the streams within the set of streams.

4. (Original) A server as claimed in claim 3, wherein the means for selecting the subset of streams comprise means for measuring the network bandwidth.
5. (Previously presented) A server as claimed in claim 3, wherein the means for selecting the subset of streams are controlled by a request from the client that indentifies the subset of streams, the request from the client being in accordance with the MUTE/UNMUTE extension of the Real Time Streaming Protocol.
6. (Currently Amended) A client that decodes a subset of streams within a set of streams having various predetermined bit rates, said streams being sent over a network having a variable bandwidth, the set of streams including at least one stream that is not part of the subset of streams, said client comprising
  - a controller to configure the client to be able to decode all the streams within the set of streams,
  - select the subset of streams having bit rates compatible with a measured bandwidth of the network, and
  - generate a request to mute all the streams within the set of streams, except the subset of streams, the request configured to be transmitted to a server over the network.
7. (Currently Amended) A telecommunication system comprising a server for serving a client with a subset of streams, said server comprising means for selecting the subset of streams within a set of streams having various predetermined bit rates, the set of streams including at least one stream that is not part of the subset of streams, means for playing all the streams within the set of streams and means for muting streams, a network having a variable bandwidth and a client that decodes the subset of streams, said client comprising means for configuring the client to be able to decode all the streams within the set of streams, means for selecting the subset of streams having bit rates compatible with a measured bandwidth of the network and means for requesting that the server mute all the streams within the set of streams, except the subset of streams.
8. (Currently Amended) A computer- ~~or processor-readable program on a signal-bearing~~

medium, ~~the program comprising storing~~ a set of instructions which, when loaded into ~~executed by~~ a processor or a computer, causes the processor or the computer to carry out the method as claimed in claim 1.

9. (Previously presented) A method of streaming multimedia data according to claim 1, wherein the step of configuring the client so that the client can decode all the streams within the set of streams includes the server sending the descriptions of the set of streams to the client responsive to a request from the client to the server in accordance with the DESCRIBE command of the Real Time Streaming Protocol.

10. (Previously presented) A method of streaming multimedia data according to claim 1, wherein the client includes a plurality of decoders each of which is configured to decode one of the streams of the set of streams.

11. (Previously presented) A method of streaming multimedia data according to claim 1, further comprising, responsive to a change in the measured bandwidth of the network, selecting a second subset of streams of the set of streams that have rates compatible with the measured bandwidth of the network, muting all the streams within the set of streams except the second subset of streams, and decoding the second subset of streams by the client, wherein switching from decoding the subset of streams to decoding the second subset of streams does not require reconfiguration of the client.

12. (Previously presented) A method of streaming multimedia data according to claim 1, wherein the client measures the bandwidth of the network, selects the subset of streams compatible with the measured bandwidth, and requests that the server mute all the streams of the set of streams except the subset of streams, the request from the client to the server being in accordance with the MUTE/UNMUTE extension of the Real Time Streaming Protocol.

13. (Previously presented) A server as claimed in claim 3, wherein the server provides the descriptions of all the streams of the set of streams to the client responsive to a request from the client in accordance with the DESCRIBE command of the Real Time Streaming Protocol.

14. (Previously presented) A client as claimed in claim 6, further comprising a plurality of decoders each of which is configured by the means for configuring to decode one of the streams of the set of streams.

15. (Previously presented) A client as claimed in claim 14, wherein the plurality of decoders are configured responsive to descriptions of all the streams of the set of streams being provided to the client by a server, the descriptions being provided in response to a request by the client in accordance with the DESCRIBE command of the Real Time Streaming Protocol.

16. (Previously presented) A telecommunication system as claimed in claim 7, wherein the client sends a request in accordance with the MUTE/UNMUTE extension of the Real Time Streaming Protocol to the server to request that the server mute all the streams within the set of streams except the subset of streams.

17. (Previously presented) A telecommunication system as claimed in claim 7, wherein the client further includes a plurality of decoders each of which is configured by the means for configuring to decode one of the streams of the set of streams.

18. (Previously presented) A telecommunication system as claimed in claim 17, wherein the plurality of decoders are configured responsive to descriptions of all the streams of the set of streams being provided to the client by the server, the descriptions being provided in response to a request by the client in accordance with the DESCRIBE command of the Real Time Streaming Protocol.

19. (Previously presented) A telecommunication system as claimed in claim 7, wherein the client measures the bandwidth of the network, selects the subset of streams compatible with the measured bandwidth, and requests that the server mute all the streams of the set of streams except the subset of streams, the request from the client to the server being in accordance with the MUTE/UNMUTE extension of the Real Time Streaming Protocol.